# Predator League 2020 PUBG Rules

*This document includes tournament rules for Predator League 2020. Players are expected to be well versed with the details written here. The organizer reserves the right to amend tournament rules based on circumstances without prior notice and player consent.*

## 1. Player Eligibility Requirements

### 1.1. Minimum Age Requirements

Players under the age of 18 years old can participate in Predator League 2020 **with a written consent/letter from parents/guardian.**

Download it here: http://bit.ly/ParentalAPLMY2020

### 1.2. Player Eligibility

All players must have a "STEAM PLAYERUNKNOWN'S BATTLEGROUNDS" account made with the player's own name and are able to provide their identification when participating in the qualifiers.

### 1.3. Player Registration

SQUAD team can register up to five (5) players with four (4) members in order to play squad.

A squad must have **a minimum of three (3) Malaysians** in the core roster.

## 2. Team Rules and Roster

### 2.1. Online Qualifier Registration

For the Online Qualifier Registration, a team must submit the correct details for:
  i. Region Participated
  ii. Game Played (PUBG)
  iii. Team Name
  iv. Year (2020)
  v. Contact Person's Full Name
  vi. Contact Person's Phone Number
  vii. Contact Person's Email
  viii. Location ( write out the date and the qualifier no)

### 2.2. Roster Registration

Each team must submit a participating list of **four (4) to five (5) players** (further termed as "Roster") until a due date assigned by the organizer. Only the player registered in the roster can participate in the tournament and must have a proof of Malaysian citizenship for a Malaysian player.

You must provide at least one of the following to prove that you are either a citizen or a legal resident:

- Malaysian Identification Card

- driver's license, or

- documentary evidence of Malaysian legal resident status

Qualified teams must provide requested information which includes player's name, date of birth, steam account, steam account number, in-game nickname, phone number, etc. Submitted roster is valid until the end date of the tournament.

### 2.3. Active Roster

Each team must participate with the four (4) members registered in the roster in a match. Exceptions to the roster change will not be allowed and if a player cannot participate in the tournament due to a personal reason, the team can play the match as a three (3) – men squad as the minimum. However, any number below three (3) members in a team participating in the match will result in a forfeit for the match day. Active roster within the registered roster can be changed during the match between rounds.

※Minimum number of players must be three (3) or more. Team will be disqualified if lower than three (3)

**2.4.    Team Name, Logo and IGN**

Team name and Player IGN may not contain any special symbols such as abusive or profane words that goes against or harm to any customs, words and phrases that may go against the broadcasting regulations may not be used. This includes team logo as well.

Organizers must confirm the player IGNs before using in tournament and may not change it during the tournament. However, Organizers, under reasonable circumstances, may change the IGN after review. In addition, Organizers may request for an IGN change whenever at will.

**2.4.1.    Team Logo**

All qualified teams to the finals of "Predator League 2020" must submit a team logo until the due date. Team without a logo may be restricted from participating in the tournament.

**2.4.2.    Team Name**

Team Name must be sent to the organizers with a full name. "M.E.T" will gather and manage the team names.

**2.4.3.    Player IGN**

Player IGN must be created through a form designated by "M.E.T"
"M.E.T" will gather and manage the player IGN.

**2.5.    Team Sponsorships**

Each team is not limited to any brand sponsors and there are no limitations to the number of sponsors.

However, any sponsor or product/services harmful to or detrimental to the youth, harmful to any traditional custom, or ill-suited for broadcast review and reception will

not be allowed for any team participating in "Predator League 2020" events. The organizers will have the final decisions about allowing sponsors or the products / services. The following is a list of examples that cannot be exposed as a sponsor product/service in "Predator League 2020"

- Gambling, items that are banned for manufacturing and distribution in Malaysia, such as drugs
- All illegal drugs other than normal medicines
- Adult products websites such as pornography
- Alcohol and Tobacco

## 3. Player Equipment

### 3.1. Equipment Provided by the Organizer

Organizers will provide the electronics listed below for all participating players and players may only use the provided devices below

#### 3.1.1. PC & Monitor / Table & Chairs / Voice System

Organizers will select and determine all provided electronics with their sole discretion.

#### 3.1.2. Peripherals

Organizers will provide basic equipment such as Keyboard, Mouse, Mousepad and Headset. Players are allowed to bring in their own equipment to be used for the tournament.

### 3.2. Player / Team Equipment

Player or team can use his (her) own devices within the tournament arena. However, the Organizers is not obliged to provide the following devices to the player, the player or the team must prepare the devices on his (her) own. If a player or a team may not participate in the tournament because one fails to prepare the devices needed, Organizers will provide the devices, but any conditions or problems caused from the devices given will be player's responsibility.

- Keyboard
- Mouse and Mouse bungee
- Mouse pad
- Earphone and headset (3.5mm jack or USB type)

Devices that Organizers are of the opinion will provide an unfair disadvantage to other teams may not be used in the tournament. In addition, any devices that Organizers are of the opinion hinder the security, safety or operational efficiency will be prohibited by the Organizers' discretion. Organizers shall notice the changes to all the teams and players should understand and willing to cooperate with the Organizers.

### 3.3. Change of Equipment

Player can request for a technical checks whenever a player thinks there is a technical problem with his (her) device at any time. From the request, the referee can check, confirm and fix the problem by replacing the device. All decisions regarding the replacing of the device will be solely on the discretion of the referee.

However, if a problem is found with a device during the match, it will be considered that the player had enough time to set up the equipment but did not check the equipment during that time. The round will continue with the current device and will be allowed to change for the next round. However, if the player must change the personal device from having difficulty playing the game, any death, hits or disadvantage that may happen during the time will not be compensated.

### 3.4. Player Attire

All players must wear an official uniform before, during and after the match and interviews and not any other clothes at those times. When designing your own uniform, you must submit the sample design to the Organizers for approval.

All players of each team may not wear any type of uniform that may damage, harm the dignity of the tournament, players and the team. Players are not permitted to wear work clothes, costumes, sportswear, pajamas, slippers, etc. unless it was pre-approved from the Organizers, also players may not wear a hat, sunglasses or accessories that may covering player's face. **Players are required to wear full pants/skirt and shoes.** No trekking pants are allowed.

Organizers will call the judgments about the appropriateness of attire for the players and both teams and players must accept the changes needed followed by the judgment. Only in special circumstances, a player may request the needs to the Organizers and the Organizers will determine with reasonable discretion.

If you have received the prior approval from the Organizers, you can display the logo and brand of the Sponsor or Sponsor's products and services in uniform but may be restricted from broadcasting regulations. Change of uniform due to changing or

addition of sponsor must be pre-approved by the Organizers and the change should not harm the tradition and identity of the team.

However, if your team does not have a team uniform, you may request the uniform from the Organizers before the tournament starts and Organizers will provide the uniforms.

**※If you violate the dress code above, you will be given a warning.**

## 3.5. Use of Software

Players are restricted to install any programs or applications in the tournament PC. Only the pre-installed programs can be used.

### 3.5.1. Voice Chat

Players can use the voice chat programs provided by the Organizers, any other programs are prohibited. However, when there is a problem in the provided voice chat system, by the judgment of referees, other programs may be used and Organizers can monitor the voice chat of all team.

### 3.5.2. Use of Voice Chat

Organizers is allowed to record Team's voice chat during the tournament and can be used for reasoning a problem and must understand and agree on making another broadcasting programs based on team's voice chat.

### 3.5.3. Unnecessary Programs

Players can only use authorized programs which includes "PUBG Corporation" and "STEAM" from the tournament PC and may not use any other programs. However, the programs that is allowed by the organizer may be installed and applied with the agreement from the referee and the organizers.

### 3.5.4. Social Media and Network

Posting confidential internal information and photos on the site, into any social media network or internet websites such as the followings using tournament

PC is prohibited. This includes all social media (Facebook, Twitter, Instagram, etc.), online community posts, email and instant messages.

### 3.5.5. Unnecessary Devices

Players are prohibited from connecting any unnecessary devices such as cellphones, USB, or MP3 player to the tournament PC. In the event the players still do it, any issues occuring from this will not be organiser's responsibility.

## 3.6. Another Players' Equipment

After the match starts, a player is not allowed to touch or use another player's devices and the player must request aid from the referee.

## 4. Tournament Structure

### 4.1. Definitions

#### 4.1.1. Round

A round is defined by a competition between all teams in a preselected map and game mode by the organizer until a winner is decided.

#### 4.1.2. Match

A match is defined by a set of rounds in which teams compete against each other.

### 4.2. Tournament Format

Teams will play through online qualifiers to qualify to the LAN Playoff Finals.

| Qualifiers | Start Date | End Date | Qualifiers Slot | Max Number of Teams | Format |
|---|---|---|---|---|---|
| 1st Online Qualifier | 23rd November | | 4 | 64 | 3 rounds for group stage |
| 2nd Online Qualifier | 24th November | | 4 | 64 | Map: Erangel |
| 3rd Online Qualifier | 30th November | | 4 | 64 | ↓ 3 rounds for online finals |
| 4th Online Qualifier | 1st December | | 4 | 64 | Map: Erangel |
| Playoff Finals | 7th December – 8th December | | | 16 | 6 rounds per day 2 Maps: Erangel & Miramar |

### 4.2.1. Group Stage Format

#### 4.2.1.1. 64 Teams per Qualifier

Or if there are more than 32 teams but less than 64 teams, this format will be used.

| 64 Teams | Group Stage | Online Finals |
|---|---|---|
| <ul><li>Divided into 4 groups of 16 teams: A-B-C-D</li><li>Match format:</li></ul> Group stage → final round | <ul><li>Group stage all groups will play 3 maps of Erangle FPP concurrently.</li><li>Top 4 from the group stage proceed to play in the Online Final.</li><li>Method used in calculation: Point system (the most point wins).</li></ul> | <ul><li>Final 16 teams play 3 games (3 Erangel FPP).</li><li>Top 4 teams proceed to the Playoff Finals.</li></ul> |

#### 4.2.1.2. 32 Teams per Qualifier

Or if there are more than 16 teams but less than 32 teams, this format will be used.

| 32 Teams | Group Stage | Online Finals |
|---|---|---|
| <ul><li>Divided into 2 groups of 16 teams: A-B</li><li>Match format:</li></ul> Group stage → final round | <ul><li>Group stage all groups will play 3 maps of Erangle FPP concurrently.</li><li>Top 8 from the group stage proceed to play in the Online Final.</li><li>Method used in calculation: Point system (the most point wins).</li></ul> | <ul><li>Final 16 teams play 3 games (3 Erangel FPP).</li><li>Top 4 teams proceed to the Playoff Finals.</li></ul> |

#### 4.2.1.3. 16 Teams per Qualifier

| 16 Teams | Online Finals |
|---|---|
| <ul><li>Match format: Plays 3 games.</li></ul> | <ul><li>Final 16 teams play 3 games (3 Erangel FPP).</li><li>Top 4 teams proceed to the Playoff Finals.</li><li>Method used in calculation: Point system (the most point wins).</li></ul> |

### 4.3. Basic Settings

"Predator League 2020" will be held in 4-men squad mode for all matches. Game client server and account will be running in the version that the organizers provide. **Game settings will be set in accordance to the PGI Settings from PUBG SUPER v1.7.0:** http://bit.ly/PUBGSUPER

| Match Settings | |
|---|---|
| Map | Erangel and Miramar (LAN only) |
| Perspective | FPP |
| Players | 64 |
| Team Players | 4 |
| Weather | Sunny |

### 4.4. Points Distribution

A kill is 1 (one) point.

| Placement | Points |
|---|---|
| 1st | 10 |
| 2nd | 6 |
| 3rd | 5 |
| 4th | 4 |
| 5th | 3 |
| 6th | 2 |
| 7th | 1 |
| 8th | 1 |
| 9th - 16th | 0 |

**4.5.   Tiebreaker**

When there is tied points between the teams, the following criteria in order will determine the rank.

      1) Team with higher total kill

      2) Team with higher final round total point

      3) Team with higher rank in the final round

**4.6.   Prize Pool**

The prize pool for Predator League 2020 is as below:

| Placement | Prize |
|---|---|
| Champion | RM10,000 + Predator Aethon 300 Keyboard |
| 1st Runner Up | RM5,000 + Predator Galea 350 Headphone |
| 2nd Runner Up | RM3,000 + Acer E300 Earphone |
| 4th Place | RM2,000 + Acer E300 Earphone |
| 5th - 6th Place | RM800 + Acer E300 Earphone |
| 7th - 8th Place | RM400 + Predator Mousepad (M Size) |
| 9th - 16th Place | RM200 + Predator Waterproof Bag |

The physical items listed for each prize amounts to 4 units per team.

## 5. Match Procedure

### 5.1. Schedule Changes

The Organizers, in its sole discretion with reasonable grounds, can change the schedule of the matches and the match of the day. Organizers will notify the affected teams as quickly as possible regarding the change of schedules.

### 5.2. Online Qualifier

Online Qualifiers will be held through an official Discord server for Predator League 2020. It shall be the main medium of communication for the organisers and the players.

The captain (or manager) must enter the Discord channel after receiving the confirmation email and follow the steps outlined to confirm their participation. The other players of the team must also enter the official Discord server for them to be assigned specific roles.

#### 5.2.1. Check-In

Participating teams are required to check in through the official Discord channel specific for this in the time period set by the organiser. Failure to do so will cause the team to be automatically disqualified.

#### 5.2.2. Communication

Discord is the main medium of communication between the organisers and the players. Players also must use the voice channel in the official Discord server when the online qualifiers are ongoing.

#### 5.2.3. Game Settings Before Match

##### 5.2.3.1. Setting Time

In order to be ready for the match, players will have the time needed to finish their settings (further "Setting Time") before the match starts. Players are assumed to have already ensured that everything is ready, such as:

- Game version is updated.
- Peripherals and computer are all running smoothly.
- Internet connection is smooth.
- In-game settings are correct.

**5.2.3.2.    Technical Problem**

Any technical issues occurring regarding the player's own equipment will be solely on player's responsibility to solve. Organisers will only be assisting for issues that came from organiser/third party issue, such as:

- Discord is down.
- Steam is down.
- PUBG maintenance.

**5.2.3.3.    Comply with Starting Time**

Unless specifically mentioned to the Organizers, all players must be done with settings before the match starts and the match must start at the scheduled time. The referee can delay the match from starting if there is a setting problem. Organizers can impose a penalty to the team for any delays caused by player or team's irresponsible action.

**5.2.3.4.    Game Setting and Confirmation**

Referee will check if all players have completed their settings at least five (5) minutes before the match. Any problem that happens after the initial check, will be solely responsible or the player. But, problems caused by the negligence of Organizers will be an exception.

**5.2.3.5.    Custom Match**

Organizers will create the custom match lobby. Players must join into the custom match as soon as the settings are finished followed by the referee's instructions.

5.2.3.6.    Game Recording

All participants are to record their gameplay at a minimum of 720p with 30fps with 2mbps bitrate (video must be clear or acceptable for a review). The recording must have sound attached. Gameplay must be recorded by per round basis (if there are three rounds played, there must be three recordings of the gameplay).

In the case of a dispute, the suspected player/squad must submit their video for a review along with the accusing player/party. **Failure to do so will result in an immediate disqualification for both sides.**

An example of optimal recording setting is shown below using OBS software. Players are free to use any recording software that suits their needs as long as it complies with the format required.

Game recordings may be submitted either via Google Drive upload or by email to the organiser.
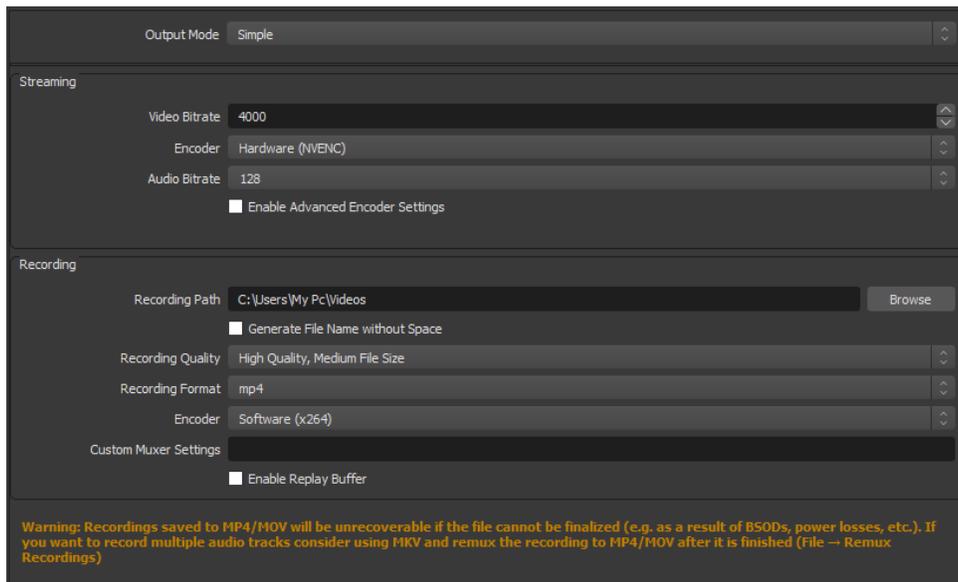
### 5.3. LAN Final

#### 5.3.1. Player Behaviour

Participating teams must arrive at the arena before the time noticed by the organizers. After the arrival, players must sit in their assigned seats by the referee and may not leave his seat until the match is over. Violating this rule may result in penalties on the player or the team at the discretion of the organizers and the referee.

In addition, when a player from the roster does not arrive by the match starting time, the game will begin as a 3-men squad. If a team fails to have at least two (2) players from the squad at the arena, the team's match result for the day will be recorded as a forfeit. The match will carry out even if all the player setting is not finished because the player failed to meet the set time.

#### 5.3.2. Game Settings Before Match

##### 5.3.2.1. Setting Time

In order to be ready for the match, players will have the time needed to finish their settings (further "Setting Time") before the match starts, before the first round and will have given time to play a test game. Player must be ready and finish the setting of the keyboard, mouse, headset, etc. before the match starts.

Unless otherwise mentioned, the setting time will be given up to 30 minutes. Players must complete the settings during the allocated time and confirm it with the referee. The Organizers can always change the time with fair reasoning, and the setting time will start the moment when the players enter the booth. Players may not leave the booth after entering without permission from the referee. The following are allowed during setup:

- Checking and ensuring the quality of the Organizers' provided devices.
- Connecting and calibrating player devices.
- Installing peripheral-related software.

- Verify and adjusting the voice chat system.
- In-game settings (Including the language).
- Detailed in-game settings.

**5.3.2.2.    Seating**

All players must sit in their designated spot assigned by the organizer.

**5.3.2.3.    Technical Problems**

When the player finds out a technical problem of any device, player must notify the referee immediately.

**5.3.2.4.    Technical Support**

The referee must be in the booth for any needed technical support during the Setting time.

**5.3.2.5.    Comply with Match Starting Time**

Unless specifically mentioned to the Organizers, all players must be done with settings before the match starts and the match must start at the scheduled time. The referee can delay the match from starting if there is a setting problem. Organizers can impose a penalty to the team for any delays caused by player or team's irresponsible action.

**5.3.2.6.    Game Settings and Confirmation**

Referee will check if all players have completed their settings at least five (5) minutes before the match. Any problem that happens after the initial check, will be solely responsible or the player. But, problems caused by the negligence of Organizers will be an exception.

**5.3.2.7.    Custom Match**

Organizers will create the custom match lobby. Players must join into the custom match as soon as the settings are finished followed by the referee's instructions.

**5.4.    Referee's Behaviour**

**5.4.1.    Referee's Responsibility**

Referee is a member or the Organizers who is responsible for making decisions on all game related issues, questions and situations that occur before, after or in the middle of a game. The referee makes decisions based on this regulation and it will have an absolute effect. The referee has the responsibility of all decisions made. The following includes the role of the referee:

- Check team roster for every match.
- Check tournament PC and monitor the surroundings.
- Check of team's arrival to the arena and to the booth.
- Check teams to be ready.
- Declaring the start of a game.
- Handing out penalties due to violations of tournament regulation.
- Calling the end of the match and confirming the results.
- Receive objections and response.

**5.4.2.    Referee's Behaviour**

The referee must always solemnly act and make fair ruling at any time. Referee may not favor or have prejudice towards any player, team, coach or staff.

**5.4.3.    Final Decision of a Judgement**

When a referee declares a wrong decision on his judgment, the team can make an objection to turn over the original judgment. In addition, the Organizers can, with reasonable grounds, check and look over the referee's procedure of his judgment for the fairness of the teams. If the referee made a judgment without following the procedures, the Organizers can invalidate and reverse the decision of the referee and may impose a sanction against the referee. During the tournament, the Organizers have the power to make all final decisions.

### 5.4.4. Discipline of Referee

If a referee declares an unfair judgment, misconduct, unsportsmanlike conduct, commit acts that may cause social issues inside / outside or the arena, the Organizers may take disciplinary action against the referee at their sole discretion to:

- Fine;
- Salary Reduction; or
- Suspension

## 6. Tournament Rules

### 6.1. Game Screen

From the moment the match starts, player may not change their window (Alt + Tab, Ctrl + ESC, etc) to another screen and if this causes any sorts of issues, players may be given a suspension.

### 6.2. Operating Programs

Players must install and run all the programs that are necessary for the tournament operation and broadcasting by the Organizers. Programs running in the background may not be terminated and if the program becomes an issue during gameplay, the Organizers will decide about closing the program.

- NVIDIA GeForce experience highlight save function.
- Voice chat programs, etc.
- Other source programs that the organizers use.

### 6.3. Disconnection

When there is an unintentional player disconnecting from the game, the players are allowed to reconnect to the game with the referee's supervision. If there is a situation where the game does not reconnect over three times, with the discretion of the Organizers, they are able to receive additional compensation points. If a player intentionally disconnects from the game, the player and the team of that specific player will be given a warning or forfeited from the match depending on the judgment from the Organizers.

### 6.4. Rematch

#### 6.4.1. In Case of In-Game Bugs

If a player is caught in a terrain or materials that cannot be physically moved or placed in a game or is trapped in a box or an object from a forced movement, vehicle explosions will not be reasons for a re-match and the player will be responsible for such actions and situations as follows:

- Trying to go pass or through a narrow wire hole, wire fence, or buildings.

- Stopping a car too closely to the building's wall or object that will cause a character to be stuck in between.
- Car explosion due to a car getting stuck in a low terrain while driving in high speed
- Motorcycle (including trike motorcycle) getting stuck to a truck, objective, terrain, landscape, etc. causing an explosion of the motorcycle while in motion.
- Knocks or deaths from motorcycle unnaturally flying in the air while riding causing fall damage.
- Dies from the circle or shots from another player by getting stuck to a specific area in the map unable to get out.
- When two players are stuck in between the door, unable to continue.

If a player uses a bug, moving to a location, object or terrain that are not supposed to be physically able to go in-game and shoots or kill any other player, the team with the player who used the in-game bug will be forfeited from all their kill points and be placed at the lowest rank for that specific round.

**6.4.2. Rematch Conditions**

The following are the cases where a rematch can be established due to a problem The Organizers may order a rematch if the following occurs:

- Situation where the referee thinks that there is an unfair gaming environment.
- Situation where the referee decides that the game can't be continued normally due to a technical difficulty. Exceptions include player's personal mistake and carelessness.
- Situation where the game stops or freezes in the loading screen not being able to move.
- When there are missing players before the flight starts.
- The match starts and the plane flies, but not everyone is on board the plane.
- Situation where one or more player does not get on the plane and start the game from the starting point.

- Situation where the lobby settings is not following the tournament settings (Please see Rule 4.0).
- Situation where one or more player may not able to play the game because of unintentional in-game bug within the first minute of the first circle.
- Situation where 10% of the players can't connect to the game when match starts (Online).
- Situation where two or more players can't connect to the game (LAN).

Additionally, when there is a disconnection like the situations below, there may be a rematch decided by the organizers after at least three (3) times of reconnect tries.

- Situation where there is a problem with the devices (PC or broadcasting devices) provided by the organizer
- Situation where it is impossible to connect due to a problem with game server or studio network service.
- In case of a fire, power outage or an accidental disaster.

### 6.4.3. Compensation Points

Compensation points scenario only apply during Playoff Finals.

#### 6.4.3.1. Possible Compensation Scenario

In situations where a player/team cannot reconnect to the game due to a hardware, network or location issue on the Organizers' side during a round.

#### 6.4.3.2. Non-compensated Scenarios

- If the problem is caused by personal device.
- If the problem is solved and the player is able to participate and end the round normally.

- Circumstances under which a player intentionally caused a problem. If found with evidence, player will be immediately disqualified.

6.4.3.3. **Compensation Points Calculation**

- Compensation points will be given to the team with a missing round once the day is over.
- The average kill of all the rounds that finished normally will be added to the round that the player was disconnected as compensation points. (round up to a natural number)
  Example: If a player with 2.45 kills average after all rounds was disconnected in a round, 24.5 points will round up to 25 points as the additional compensation points.
- If the compensation point is lower than the kill point distribution, the lowest compensation point will equal to 1 kill point amount as the compensation point.
- The maximum amount of compensation point that a team can receive during the tournament will be the difference in points between the 1st place and 2nd place. (10 – 6 = 4pt)

## 6.5. Post-Match Procedure

This applies to Playoff Finals only.

### 6.5.1. Result

All participating teams must allow the referee to check and record with a screenshot after all of the team members has fallen in game after taking hands off the keyboard and mouse.

### 6.5.2. Report Technical Problems

When the player finds a technical problem, report to the referee.

**6.5.3.    Waiting Time**

Referee will notify the players before the time left until the next game. If a team member is missing by the match starting time. Missing player will be barred from playing for that round. If a team is missing two or more players, the team will be considered forfeit for that round.

**6.5.4.    Result of a Forfeit**

When a team is being forfeited from a match, the team will score the lowest win point as the result.

**6.5.5.    Notice**

Each team will be notified of their current rank and the next match schedule.

**6.5.6.    Post-Match Obligations**

Players must faithfully carry out his post-match obligations as announced by the organizers, including media appearances, interviews and further discussion of the tournament.

## 7. Organizers' Authority

### 7.1. Final Decisions

The interpretation of these rules, eligible players, tournament schedule and all final decisions concerning the penalties for misconduct can be exercised in accordance with the judgment of the Organizers.

### 7.2. Regulation Changes

Organizers may edit, change this regulation in order to keep the tournament clean and fair to all teams and notice the changes to all players and related personnel.

### 7.3. Penalty

Organizers may grant penalties to players when a player is found to have violated a regulation. The penalty depends on the severity of the violation occurred, as shown below:

**Penalties**

| Rule Violation | Number of penalty points |
|---|---|
| 1. No show | Team: 3; Player: 2 |
| 2. Reject compulsory challenge | Normal: 1 |
| 3. Abort match | Player / Team: 10 |
| 4. Use of ineligible player | Player / Team: 2 |
| 5. Inactive barrage | Player / Team: 3 |
| 6. Barraged | Player / Team: 6 |
| 7. Unregistered player | Player / Team: 3 |
| 8. Missing Premium (where required) | Player / Team: 3 |
| 9. Missing Trusted (where required) | Player / Team: 3 |
| 10. Ringer/Faker | Player / Team: 6 |
| 11. Playing with wrong game account | Player / Team: 3 |
| 12. Playing without a registered game account | Player / Team: 3 |
| 13. Unsportsmanlike behaviour | Warning / 1-3 penalty |
| 14. Multiple/Fake accounts | Warning / 1-3 penalty |
| points | |
| 15. Deception | Player / Team: 1 - 4 |
| 16. Fake result | Player / Team: 4 |

| | | |
|---|---|---|
| 17. | Fake match media | Player / Team: 6 |
| 18. | Fake match | Player / Team: 6 |
| 19. | Cheating | Player: 12 / Team: 6 |
| 20. | Clothes incomplete | Player : 3 / Team : 3 |

**7.3.1.** **Verbal Warning**

**7.3.2.** **Caution**

**7.3.3.** **Warning** (When two (2) Cautions are accumulated)

- There is no maximum cap for point deduction.

**7.3.4.** **Fines or Prize Forfeit**

In the event of social disruption, defamation or insult to others, Organizer may direct the team to reduce the prize money in the event of a delay of match due to frequent tardiness.

- Disqualified teams will receive 25% prize payment reduction.

## 7.4. Recording of the Match

Organizers have the right to collect and use all the recorded data related to the match and players and coaching staff must be willing to cooperate with the request from the Organizers. For online qualifiers, each team member must record and submit their recorded gameplay if any squad so wishes to review it.

In case of any dispute, the accuser must also submit their recorded gameplay. If both accused and accuser did not submit their recorded gameplay upon mentioned, both teams will be disqualified. If any of either fail to present their recorded gameplay, those squads will get immediate disqualification.

## 7.5. Team Name and Logo

Organizers may use the team's name, logo, brand, trademark, or symbol for all "PUBG Corporation" related management, promotion, broadcast and for public information releases.

**7.6.    Personality Rights for Players and Coaching Staff**

Organizers may use player names, aliases, nicknames, abbreviations, descriptions, images, photographs, animations, look, signature, speech, history, demographic information, etc. that are included in the relevant laws of the players for all "PUBG Corporation" related management, promotion, broadcast and for public information releases.

**7.7.    Promotion Activity**

Organizers may use player names, aliases, nicknames, abbreviations, descriptions, images, photographs, animations, look, signature, speech, history, demographic information, etc. that are included in the relevant laws of the players for all "PUBG Corporation" related management, promotion, broadcast and for public information releases.

**7.8.    Response when a Team Drops Out**

If one (1) or more team(s) drop out from "Predator League 2020" due to dissolution, release, withdrawal or disqualification, Organizers, with its own discretion, may change and apply the tournament regulation, format, schedule, and the rank method

## 8. Copyright Rules

### 8.1. Scope of Copyright

All the copyright of "Predator League 2020" will be bound to the host ACER and this copyright includes the right to the following:

- All videos related with "Predator League 2020" (including 3$^{rd}$ party videos made)
- The rights to use photos and images
- Personal rights of the participating/invited players during the tournament
- "Predator League 2020" trademarks

### 8.2. Copyright Claims and Disputes Related Matter

Even though players play the game, player may not stream or edit the player video without the agreement of the Organizers through any internet related media. When violated, Organizers may take legal actions against the player. In addition, if there are legal proceedings due to not following the copyright rules or the regulation, the exclusive jurisdiction shall be the courts of Malaysia.